Diagonal d-pad keys

Diagonal d-pad keys
by **Idkbutlike2** » Tue Jun 16, 2009 9:50 pm

Idkbutlike2
Junior Member
Posts: 2
Joined: Tue Jun 16, 2009 7:49 pm

This is a pretty simple request. Could you guys allow diagonal d-pad key binding in the input section. Some games are very sensitive with such key presses, and it would make such things much easier.

Diagonal d-pad keys
by **mudlord** » Tue Jun 16, 2009 11:29 pm

mudlord
Senior Member
Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

Simple?

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You are saying its simple when I don't even have a gamepad to test it with?

Diagonal d-pad keys
by **Squall Leonhart** » Wed Jun 17, 2009 4:41 am

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

The GBA does not have a 8 way dpad. it is 4 way only. it registers diagonals by accounting for both directions being pressed at once.

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The problem lies in many controller dpads sucking badly, so in those instances it is better to use an analogue stick for games that require precise dpad actions.

Diagonal d-pad keys
by **Idkbutlike2** » Wed Jun 17, 2009 11:29 am

Idkbutlike2
Junior Member
Posts: 2
Joined: Tue Jun 16, 2009 7:49 pm

Well would it be possible to bind keys that would press up+left, down+right, etc. simultaneously on the d-pad? I didn't know it was that hard to program something like that, so, sorry guys.

Last edited by Idkbutlike2 on Wed Jun 17, 2009 11:30 am, edited 1 time in total.

Diagonal d-pad keys
by **greenpeppers311** » Thu Nov 04, 2010 9:59 pm

greenpeppers311
Junior Member
Posts: 1
Joined: Thu Nov 04, 2010 9:47 pm

> The GBA does not have a 8 way dpad. it is 4 way only. it registers diagonals by accounting for both directions being pressed at once.
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> The problem lies in many controller dpads sucking badly, so in those instances it is better to use an analogue stick for games that require precise dpad actions.

Who uses a controller for vba? I guess you do, but I and everyone else I know who uses vba doesn't, and most of us don't want to break out a controller for a gba game.

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I'm not too knowledgeable about programming, but I think the difficulty vs. value of having adding this feature would be good enough to incorporate it eventually.

Diagonal d-pad keys
by **Squall Leonhart** » Thu Nov 04, 2010 10:03 pm

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

> Who uses a controller for vba? I guess you do, but I and everyone else I know who uses vba doesn't, and most of us don't want to break out a controller for a gba game.

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lol, those who use the keyboard are in a larger group, they also happen to be the ones complaining the most about unintuitive controls.

Diagonal d-pad keys
by **Swift Outlaw** » Fri Nov 05, 2010 1:02 pm

Swift Outlaw
Junior Member
Posts: 1
Joined: Wed Mar 19, 2008 12:38 am

> Who uses a controller for vba?

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I use a controller. :ashamed:

Diagonal d-pad keys
by **Universal** » Fri Nov 05, 2010 2:10 pm

Universal
Junior Member
Posts: 42
Joined: Sun Oct 24, 2010 1:01 pm

I sometimes use a controller, but that's when I can find it. I know it buried under a lot of junk in my room.

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